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Magazine
SMUGGLER'S RUN
CRIMINAL ORIGINS
SILENT
SYNDROME
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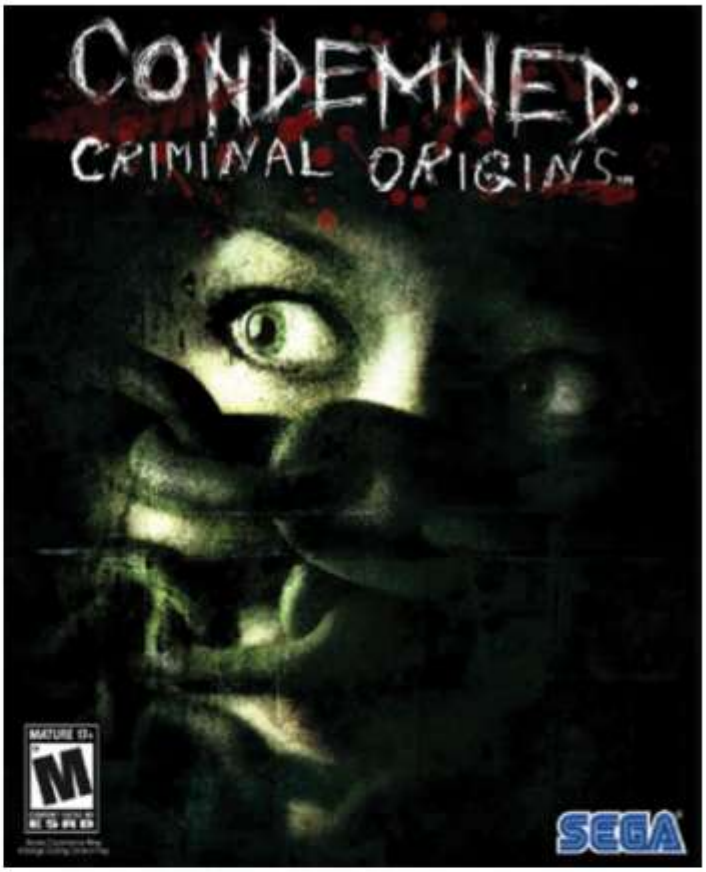
Condemned: Criminal Origins 2005



"Condemned: Criminal Origins" is a first-person psychological horror and action video game that was released in 2005.

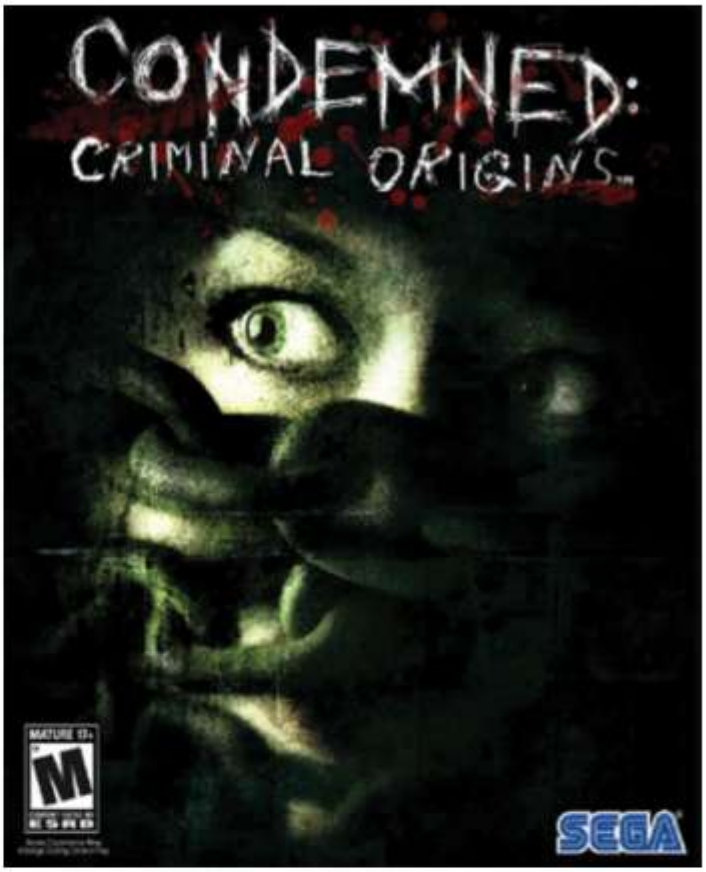
It was developed by Monolith Productions and published by Sega.

The game was a launch title for the Xbox 360 in North America and Europe, and it was also released for Windows in 2006.

The game's story follows Ethan Thomas, an FBI agent with the Serial Crime Unit.

Ethan's world is turned upside down when he is framed for the murder of two police officers by a mysterious serial killer.

Condemned: Criminal Origins 2005

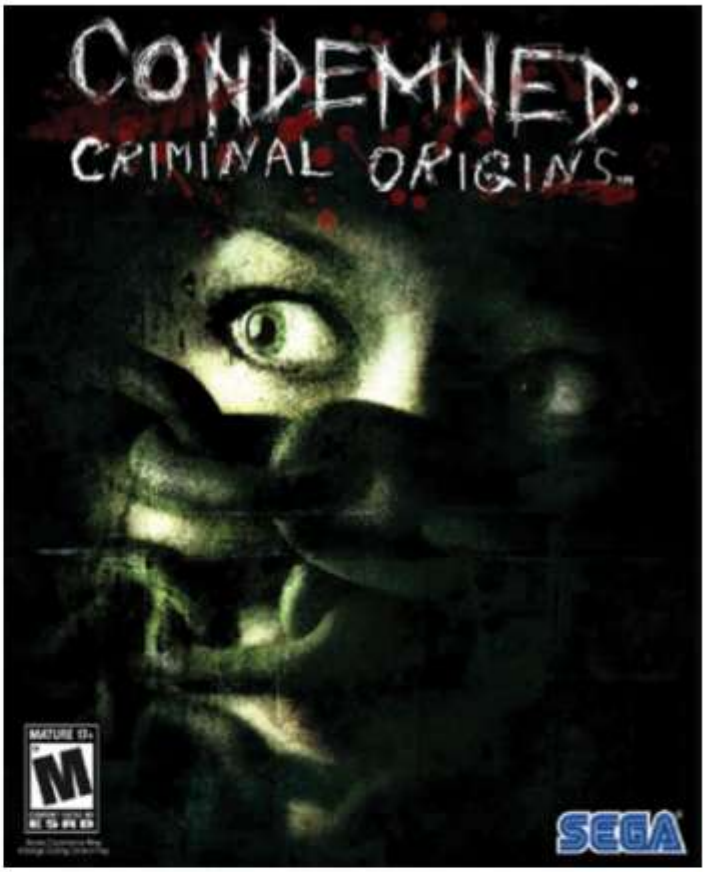


On the run from his former colleagues, Ethan is forced to delve into the seedy and decaying underbelly of the city to clear his name.

He soon discovers that the city's homeless and mentally ill population is becoming increasingly violent and psychotic due to a strange, malevolent force.

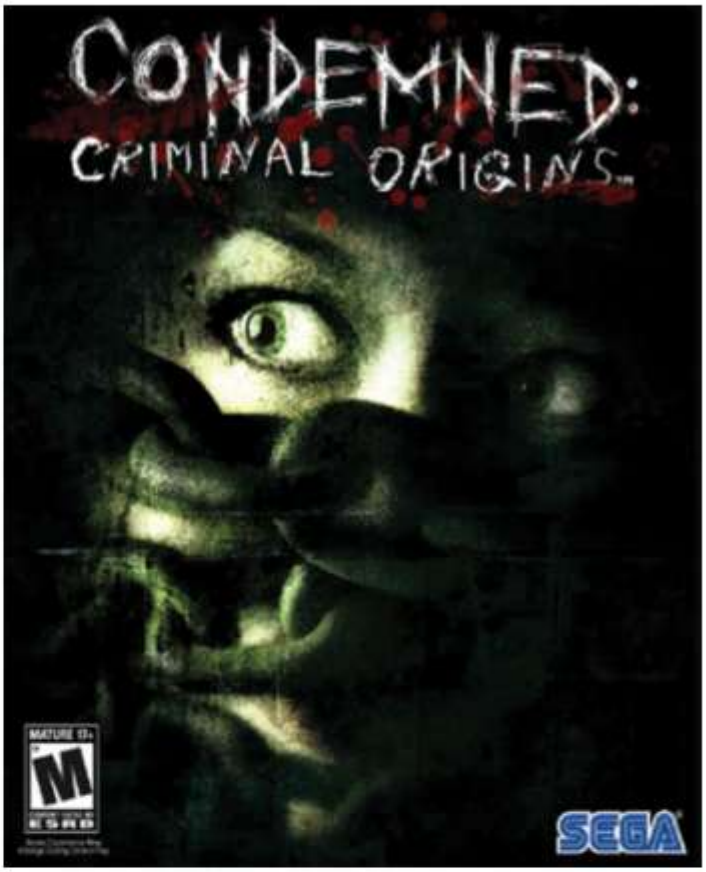
Condemned: Criminal Origins 2005

The Story is heavily influenced by films like Seven and The Silence of the Lambs, creating a dark and gritty atmosphere.



"Condemned: Criminal Origins" is renowned for its unique gameplay mechanics, which focus more on visceral, close-quarters combat and forensic investigation rather than traditional first-person shooting.

Condemned: Criminal Origins 2005



The game's combat is primarily melee-based.

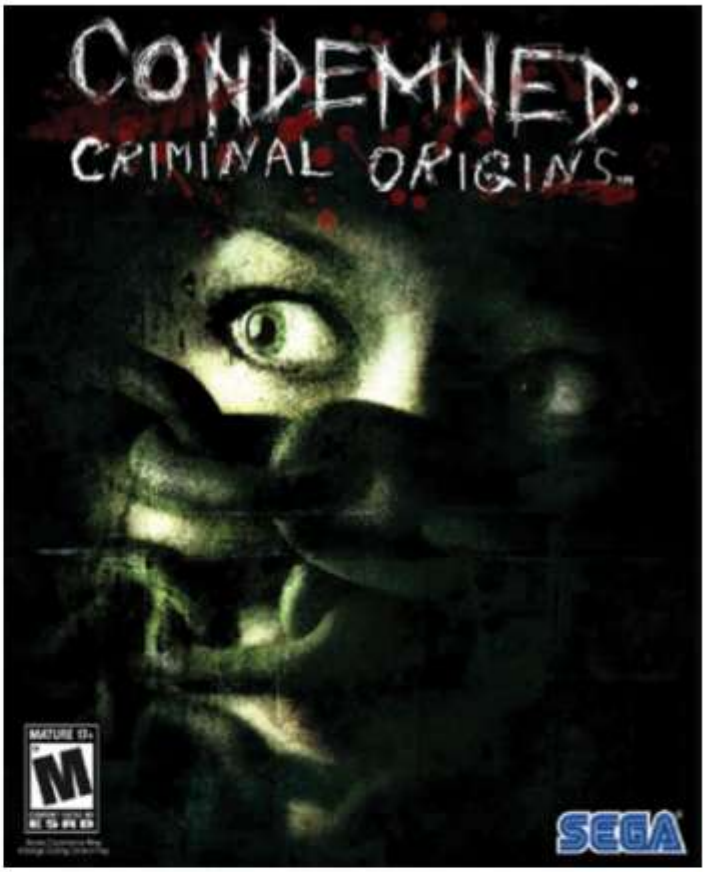
Players can pick up and use a wide variety of improvised weapons from the environment, such as pipes, 2x4s, shovels, and fire axes.

The combat is slow, heavy, and deliberately brutal.

Timing is crucial, as blocking at the right moment can stun an enemy and open them up for an attack. Guns are scarce and have very limited ammunition, forcing players to rely on melee combat for survival.

The other core mechanic involves crime scene investigation.

Condemned: Criminal Origins 2005



As an FBI agent, Ethan can use a suite of forensic tools—such as a digital camera, a black light, and a UV light to find and collect evidence like fingerprints and blood spatter.

This element is used to progress the story and solve the various gruesome murders.

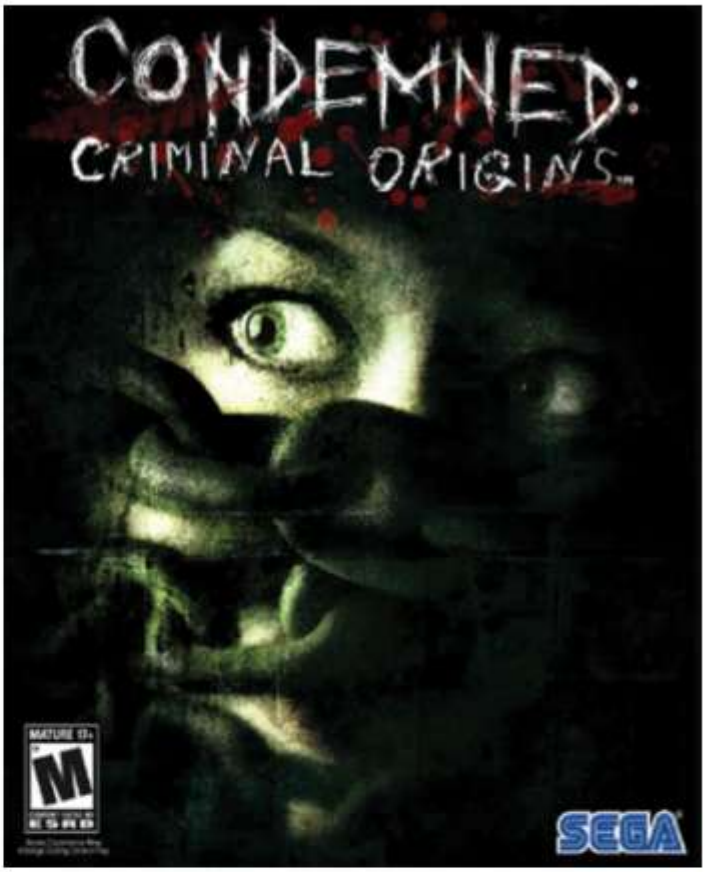
The game's horror comes less from jump scares and more from its unnerving atmosphere, sound design, and the unsettling behavior of the enemies.

The game plays with the player's mind, creating an ever-present sense of dread with surreal hallucinations and unsettling visions that blur the line between reality and madness.

Condemned: Criminal Origins 2005

"Condemned: Criminal Origins" was well-received.

Condemned: Criminal Origins was praised its unique combat system, its terrifying atmosphere.



The game was also a commercial success, particularly as an Xbox 360 launch title.

While some Gamers found the game's story to be a bit disjointed and the forensic mechanics to be too linear, it is widely considered a cult classic and a great example of a different take on the first-person horror genre.

Its success led to a sequel, Condemned 2: Bloodshot, which was released in 2008.

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HeroQuest II Legacy of Sorasil

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HeroQuest II: Legacy of Sorasil (1994)

Platform: Amiga 500, 600, 1200, and CD32

Release Year: 1994

Developer/Publisher: Gremlin Interactive

Genre: Role-playing game (RPG)

Turn-based strategy.

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HeroQuest II: Legacy of Sorasil (1994)

Gameplay and Features

Based on the Board Game: Like its predecessor, HeroQuest II is an adaptation of the popular Milton Bradley/Games Workshop board game.

It translates the core mechanics of dungeon exploration, monster fighting, and treasure hunting into a computer format.

HeroQuest II: Legacy of Sorasil (1994)

The game is viewed from an isometric perspective, giving a clear view of the dungeon floor, its traps, and the monsters that lurk within.

Actions are turn-based, with players moving their characters and engaging enemies one at a time. This mirrors the strategic, dice-rolling nature of the board game.

HeroQuest II: Legacy of Sorasil (1994)

You control a party of heroes, each with different abilities and a unique role, Barbarian, Dwarf, Elf, Wizard.

The game is structured around a series of independent missions, each with a specific objective, such as finding an artifact, killing a particular monster, or rescuing an Non playable character.

HeroQuest II: Legacy of Sorasil (1994)

The game includes character development, where heroes can gain experience and improve their skills.

You can also collect gold and purchase better weapons and equipment.

Reception and Legacy

While the original HeroQuest game was praised for its faithful adaptation of the board game, the sequel, HeroQuest II, received mixed reviews.

HeroQuest II: Legacy of Sorasil (1994)

Some Players found it a solid if unspectacular Role Playing Game, while others felt it didn't do enough to advance the gameplay from the original.

The game is notable for being one of the last major releases for the Amiga platform, coming out as the Amiga's popularity was in decline.

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RollCage

"Rollcage" is a futuristic racing video game developed by Attention to Detail and published by Psygnosis.

It was released in 1999 for both the PlayStation and Microsoft Windows.

"Rollcage" is known for its high-octane, anti-gravity-style racing.

The main feature of the game is its unique physics engine, which allows the vehicles to drive on walls and ceilings without losing speed.

The cars are built with large wheels on both sides, so they can flip over and continue racing in either direction, which makes for chaotic and fast-paced gameplay.

RollCage

The game also incorporates combat elements.

Players can pick up various weapons and power-ups on the track to use against opponents, such as missiles, shields, and speed boosts.

This blend of racing and combat created an experience often compared to games like "Wipeout" and "Destruction Derby."

Features

Players can choose from a variety of futuristic, armored vehicles.

The game features 15 tracks across four distinct environments, from futuristic cities to icy wastelands.

RollCage

"Rollcage" has a notable soundtrack featuring electronic and "big beat" music from artists like Fatboy Slim.

RollCage includes single-player, multiplayer split-screen racing, and various challenge modes.

Rollcage" was followed by a sequel, "Rollcage Stage II," released in 2000.

While the series didn't continue much beyond the PlayStation era, its unique concept and frantic gameplay have given it a cult following.

In 2018, a spiritual successor to the series called "GRIP: Combat Racing" was released, with some of the original "Rollcage" developers involved.

Guardian`s Crusade PlayStation

"Guardian's Crusade," known in Japan as "Knight & Baby," is a Role Playing Game for the PlayStation.

It was developed by Tamsoft and published by Activision in North America on March 3, 1999.

The game follows a young knight named Knight who is tasked by a mysterious man to take a small, pink, egg-shaped creature, known only as "Baby," to the mysterious God's Tower.

This simple quest to return the creature to its home quickly turns into a much larger adventure to save the world from an impending evil.

Guardian`s Crusade PlayStation

The story is characterized by a lighthearted and charming tone, with a simple, linear narrative.

The game's world is full of quirky characters and a vibrant, cartoonish aesthetic.

Gameplay

"Guardian's Crusade" blends traditional turn-based RPG mechanics with unique elements.

Guardian`s Crusade PlayStation

Battles are a standard turn-based system where you control the protagonist, Knight.

Baby acts as a companion and a "virtual pet."

You can influence its stats and behavior by feeding it items and interacting with it.

How you treat Baby affects its performance in battle; a well-cared-for Baby will be a more reliable ally and can even transform into different, more powerful forms.

Throughout the game, you can find "Living Toys," which are collectible items that can be summoned during battle to perform a wide range of actions, from attacking and healing to causing status effects.

Guardian`s Crusade PlayStation

The game features over 70 different toys to collect, each with its own unique animation.

The game's world map is fully 3D, and enemies are visible on the map, allowing players to choose to engage or avoid encounters, a feature not common in Role Playing Games of its time.

Reception and Legacy

"Guardian's Crusade" received mixed-to-positive reviews upon its release.

While it was often criticized for being too easy and having a simplistic story for veteran RPG players, many players praised its charming and unique qualities.

Guardian`s Crusade PlayStation

The game's vibrant 3D graphics, smooth character animations, and the novelty of the "Baby" and "Living Toys" systems were highlighted as its strengths.

Today, "Guardian's Crusade" is often considered a cult classic and a nostalgic title for many who played it during the PlayStation era.

It is remembered as a good "beginner's RPG" that offered a simple, enjoyable experience without the complexity or lengthy commitment of more epic Role Playing Games like Final Fantasy.

688 Attack SUB - Amiga

"688 Attack Sub" is a submarine simulation video game that was a significant title for its time, especially on platforms like the Commodore Amiga.

It was developed by John W. Ratcliff and Paul Grace and published by Electronic Arts.

While it was originally released for MS-DOS in 1989, the Amiga port followed in 1990.

The game is set during the Cold War.

Players can take command of either a U.S. Los Angeles-class submarine or a Soviet Alfa-class submarine.

Each submarine has different characteristics, with the U.S. sub having more advanced electronics and a greater weapon capacity, while the Soviet sub is faster.

688 Attack SUB - Amiga

Realistic Simulation:

While not a "hardcore" military simulation, the game aimed for a high degree of realism for a home computer title.

Players had to manage various systems, including sonar, navigation, weapons, and the periscope.

The game includes ten missions that range from covert intelligence gathering to full-on combat scenarios in a hypothetical global conflict.

688 Attack SUB - Amiga

A groundbreaking feature for its time, the Amiga version, like the MS-DOS original, supported a two-player mode via a modem or null modem cable, allowing players to engage in head-to-head submarine warfare.

The Amiga version leveraged the platform's capabilities to provide a detailed, menu-driven interface.

Most of the gameplay was spent looking at the various control panels and screens, with occasional digitized images for events or periscope views.

The game's presentation was clean and functional, contributing to the sense of being in control of a sophisticated war machine.

688 Attack SUB - Amiga

Reception on the Amiga

The Amiga version of "688 Attack Sub" was well-received by critics and players.

It was praised for its depth and strategic gameplay.

While some found the interface a little complex, it was generally considered an engaging and atmospheric simulation.

The game's success paved the way for more detailed submarine simulators in the future.

GAMER ARKANOID RETRO Magazine

Arkanoid

"Arkanoid" is a classic arcade video game that was a huge hit in the 1980s.

Developed by Taito and released in 1986, it's a "block breaker" game that revitalized the genre originally established by Atari's "Breakout" a decade earlier.

The core gameplay of Arkanoid is simple but highly addictive.

The player controls a paddle-like spaceship called the "Vaus" at the bottom of the screen.

The goal is to bounce a ball off the Vaus and use it to destroy a formation of colorful blocks at the top of the screen.

When all the blocks are destroyed, the player advances to the next level.

GAMER ARKANOID RETRO Magazine

Arkanoid

What made Arkanoid stand out from its predecessors were its innovative features:

Certain blocks would release power-up capsules when destroyed.

These included a variety of effects, such as:

Extend (E) Makes your paddle longer.

Laser (L) Equips your paddle with a cannon that can shoot and destroy blocks.

Catch (C) Makes the ball stick to your paddle until you release it, allowing for precise shots.

Multi-ball (M) Splits the ball into three, making it easier to clear blocks.

Slow (S) Decreases the speed of the ball.

GAMER ARKANOID RETRO Magazine

Arkanoid

Enemies: Floating enemies and obstacles would sometimes appear on the screen, adding an extra layer of challenge.

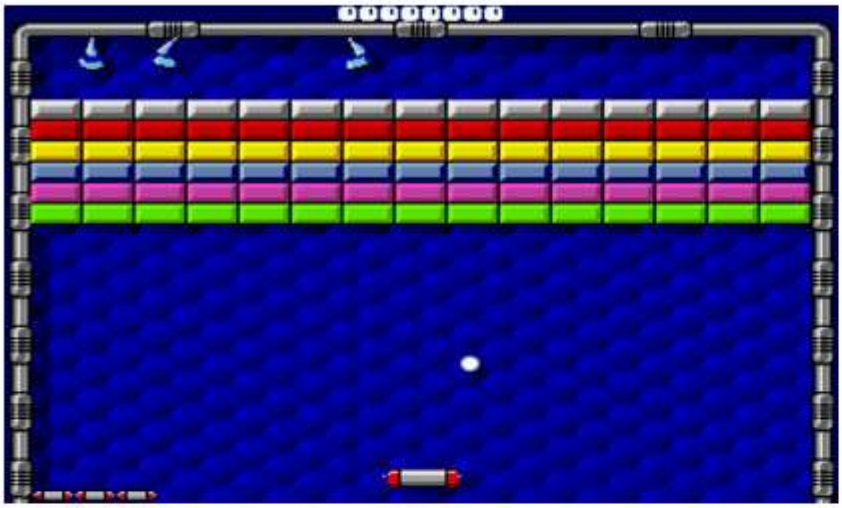
Boss Fights: The game culminates in a final battle against the game's antagonist, an alien-like creature named "DOH."

While the gameplay is simple, Arkanoid has a surprising sci-fi plot.

The story explains that the mother-ship "Arkanoid" is attacked by a mysterious entity named DOH.

GAMER ARKANOID RETRO Magazine

Arkanoid



The player controls the "Vaus," a small spaceship that escapes from the wreckage and is trapped in an inter-dimensional labyrinth.

The player must break blocks to navigate the labyrinth and eventually face DOH.

"Arkanoid" was a massive commercial success in arcades and was ported to a vast number of home computers and game consoles.

Its success spawned many sequels, including "Arkanoid: Revenge of Doh" and "Arkanoid: Doh It Again," as well as numerous clones and inspired games.

GAMER ARKANOID RETRO Magazine

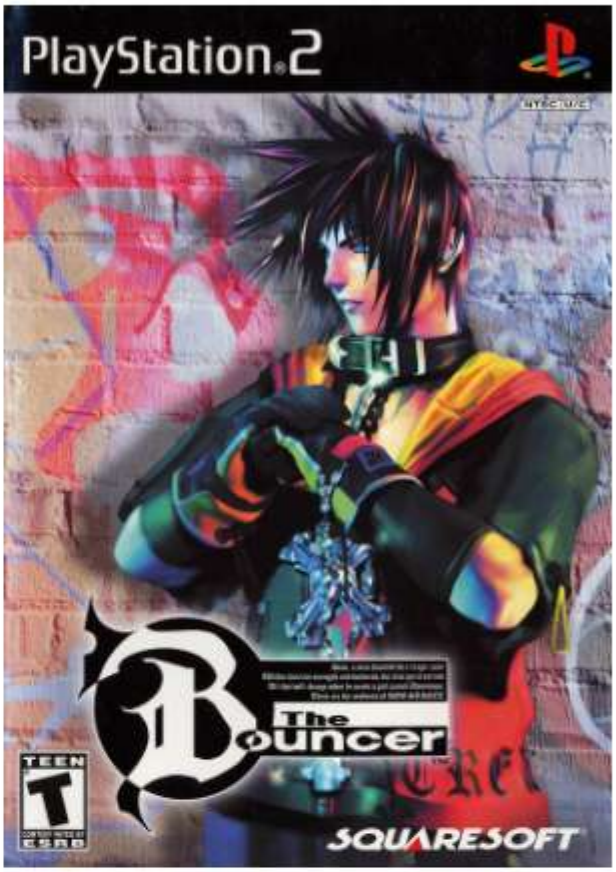
Arkanoid

The game is widely considered a classic and a key title in arcade history.

Its combination of simple, engaging gameplay and strategic elements set a new standard for the block-breaker genre and continues to be influential today.

ARKANOID

The Bouncer Ps2



"The Bouncer" is a 2000 beat 'em up video game for the PlayStation 2.

It was developed by Dream Factory and published by Square (now Square Enix).

The game was a launch title in Japan and one of the early major releases for the PS2 in North America and Europe.

The game's story is set in the futuristic city of Edge.

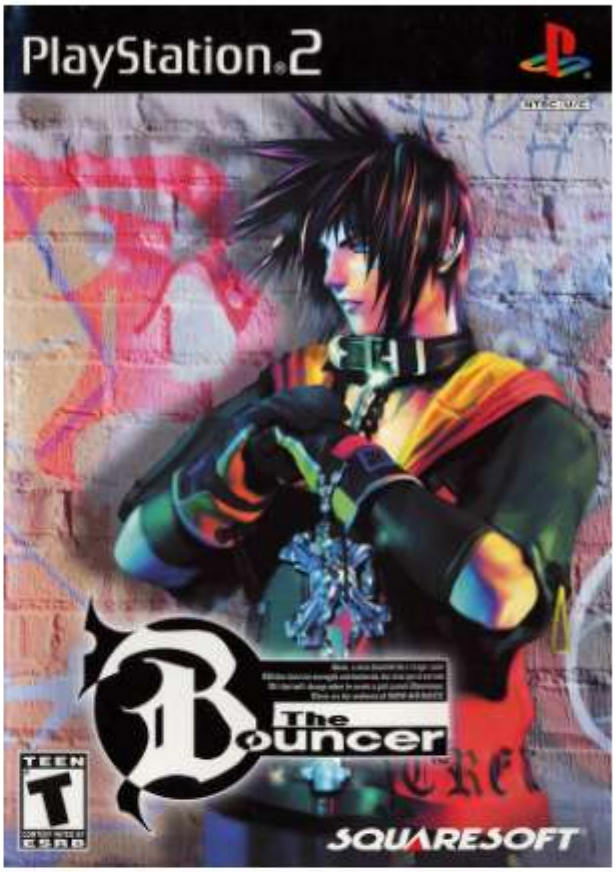
The Bouncer Ps2

It follows three bouncers Sion Barzahd, Volt Krueger, and Kou Leifoh who work at a bar.

Their lives are turned upside down when their friend, a young girl named Dominique, is kidnapped by a special forces team from a solar technology corporation called the Mikado Group.

The three bouncers set out on a mission to rescue her, fighting through the city to infiltrate the corporate headquarters.

The Bouncer Ps2



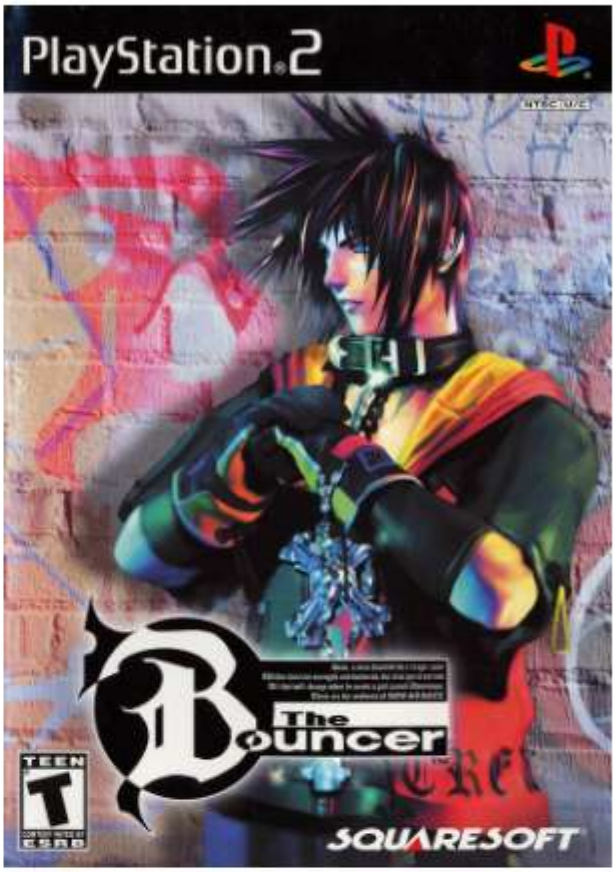
Gameplay

"The Bouncer" is known for its "playable action movie" style. The game is heavily cinematic, with extensive cutscenes that tell the story. The gameplay segments are a series of beat 'em up battles against groups of enemies.

The controls are relatively simple, with different buttons for high, middle, and low attacks, as well as a jump and special moves. You can also team up with the other two bouncers for "Trinity Rush" attacks.

Character Progression: As you progress, you earn "Bouncer Points" (BP), which can be used to upgrade your character's stats and learn new moves.

The Bouncer Ps2



Multiple Play throughs:

A key feature is that you can choose which of the three protagonists you want to play as in each level, which slightly alters the story and unlocks different cutscenes and backstories.

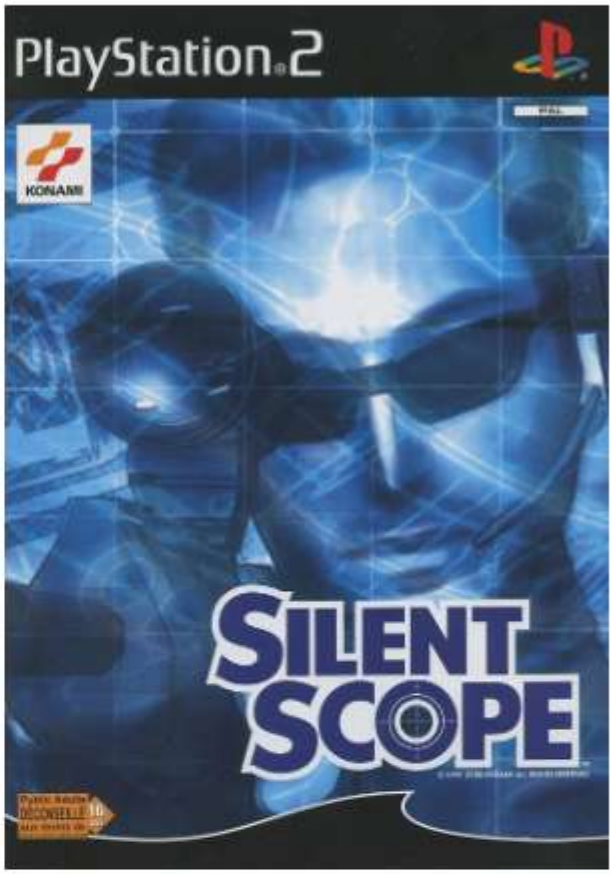
Reception and Legacy

"The Bouncer" was highly anticipated at its release, largely due to its publisher, Square, and its impressive graphics, which were among the best on the PS2 at the time.

However, its reception was mixed.

While critics praised the stunning graphics and cinematic presentation, the gameplay was often criticized for being repetitive.

Silent Scope PS2



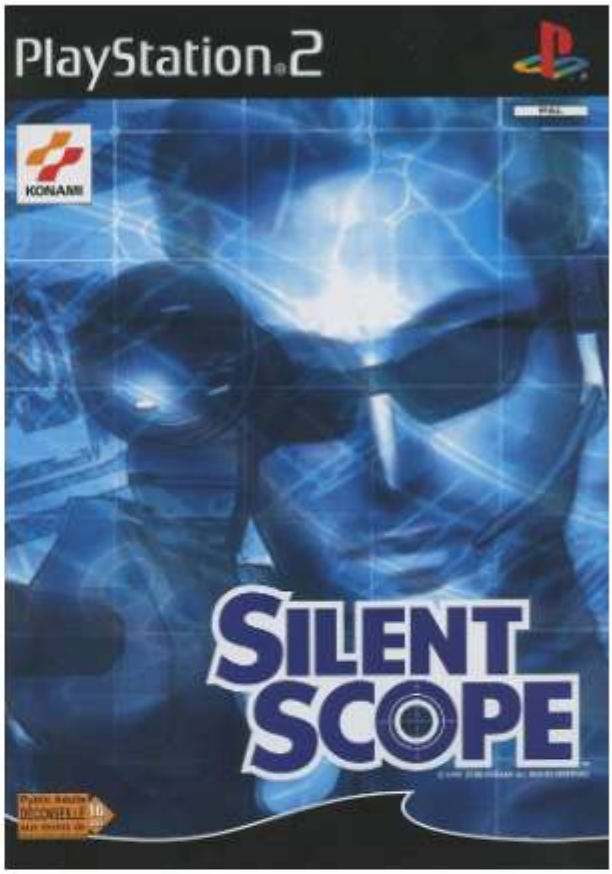
"Silent Scope" is a series of rail shooter video games developed and published by Konami.

The first game in the series, titled simply Silent Scope, was a well-known arcade game released in 1999.

It was famous for its unique cabinet, which featured a model sniper rifle that players could aim and look through to play the game.

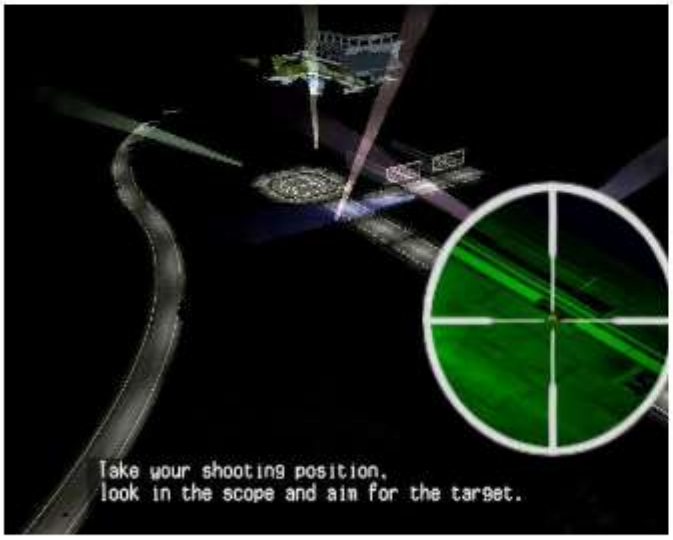
The PlayStation 2 version of *Silent Scope* was a port of this original arcade game and was released as a launch title for the console in North America on October 26, 2000.

Silent Scope PS2



The core gameplay of Silent Scope on the PS2 is a rail shooter, meaning the player's movement is predetermined.

The goal is to use a sniper rifle to eliminate targets from a distance before a timer runs out.

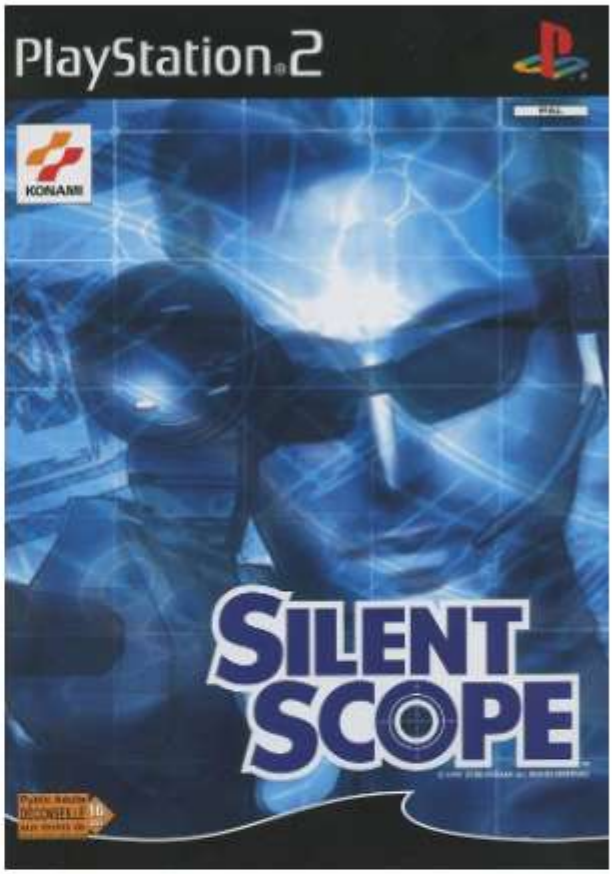


Players use the analog stick to move a cross-hair around the screen.

By pressing a button, they can "zoom in" through the sniper scope, which gives them a closer view of the targets.

When zoomed in, the cross-hair movement becomes much more sensitive, requiring precise control.

Silent Scope PS2



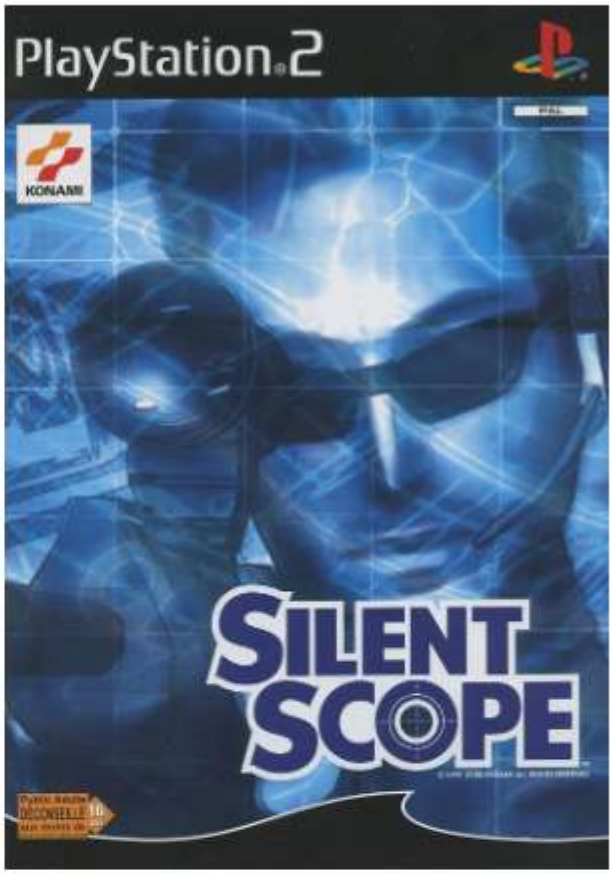
The game's story involves a series of terrorist incidents, and the player, as a professional sniper, must eliminate key targets, rescue hostages, and prevent bombs from detonating.

The missions are varied, taking place in different locations like stadiums, highways, and skyscrapers.

While the arcade version's rifle was a major part of its appeal, the PS2 port was primarily designed to be played with a standard DualShock 2 controller.

Some players found this to be a downgrade from the arcade experience, as the precision of a light gun or a physical rifle was difficult to replicate with an analog stick.

Silent Scope PS2



The game constantly tracks your time and accuracy.

Players are rewarded for head-shots and quick eliminations.

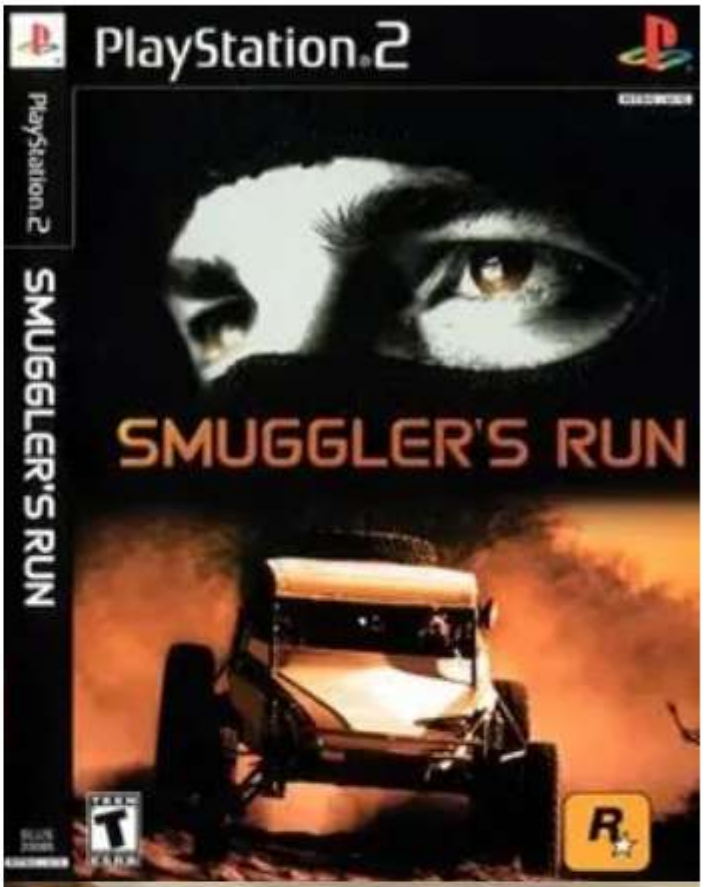
The game is known for its fast-paced, high-pressure gameplay.

The Silent Scope games on PS2 are remembered for their blend of cinematic flair and arcade-style shooting, and their unique premise in a market dominated by other genres.

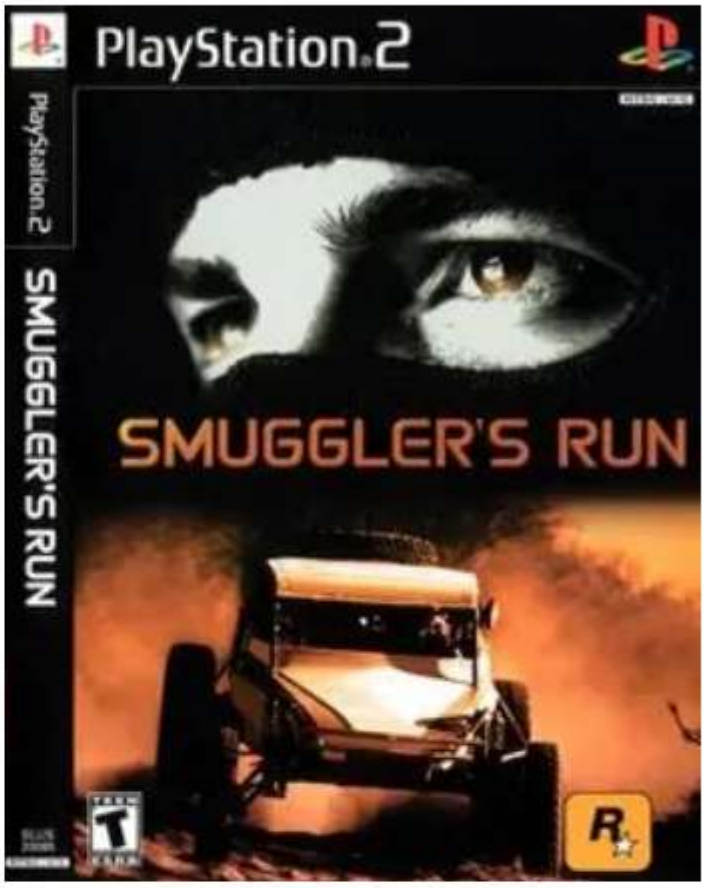
Smuggler`s Run Ps2

"Smuggler's Run" is a racing video game for the PlayStation 2. Developed by Angel Studios (which later became Rockstar San Diego) and published by Rockstar Games, it was a launch title for the console, released in North America on October 26, 2000.

The game's premise is straightforward: you are a driver for a smuggling ring, and your job is to transport various illicit goods, such as contraband and weapons, across large, open-world maps.



Smuggler`s Run Ps2



You also must evade law enforcement and rival smugglers.

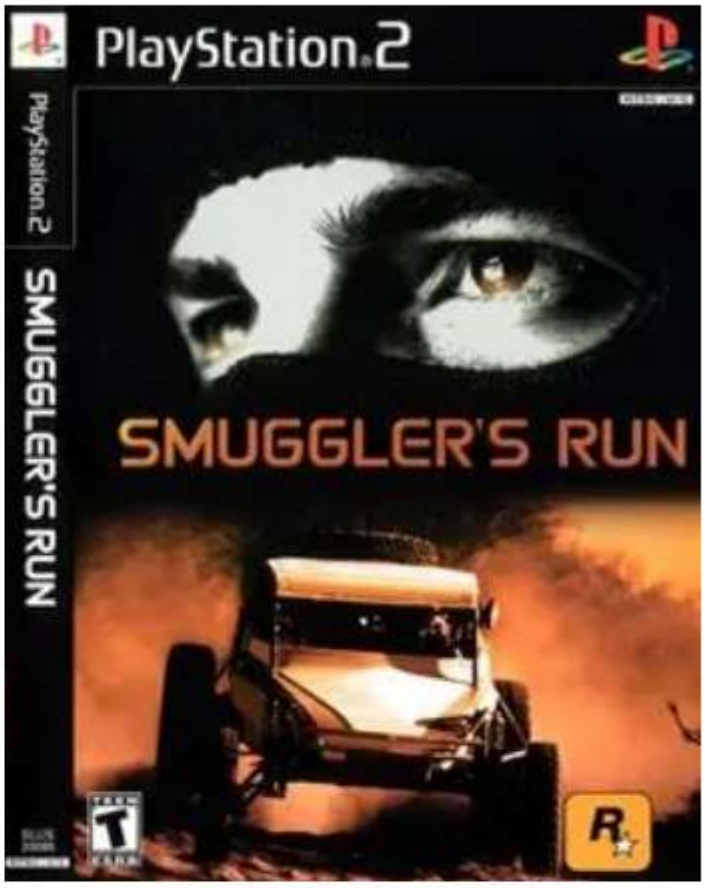
There isn't a deep narrative; the game focuses on mission-based gameplay and the thrill of the chase.

You'll be given a cargo pickup point and a drop-off point, and you must use your driving skills to navigate the treacherous terrain and complete the delivery.

"Smuggler's Run" is known for its open-world, sandbox-style gameplay, which was relatively unique for a racing game at the time.

The game features three large, non-linear maps a desert, a snowy region, and a dense forest giving players the freedom to choose their own routes to their destination.

Smuggler`s Run Ps2



The maps are filled with various obstacles, shortcuts, and ramps.

You can choose from a variety of off-road vehicles, including buggies, SUVs, and trucks, each with different handling, speed, and durability.

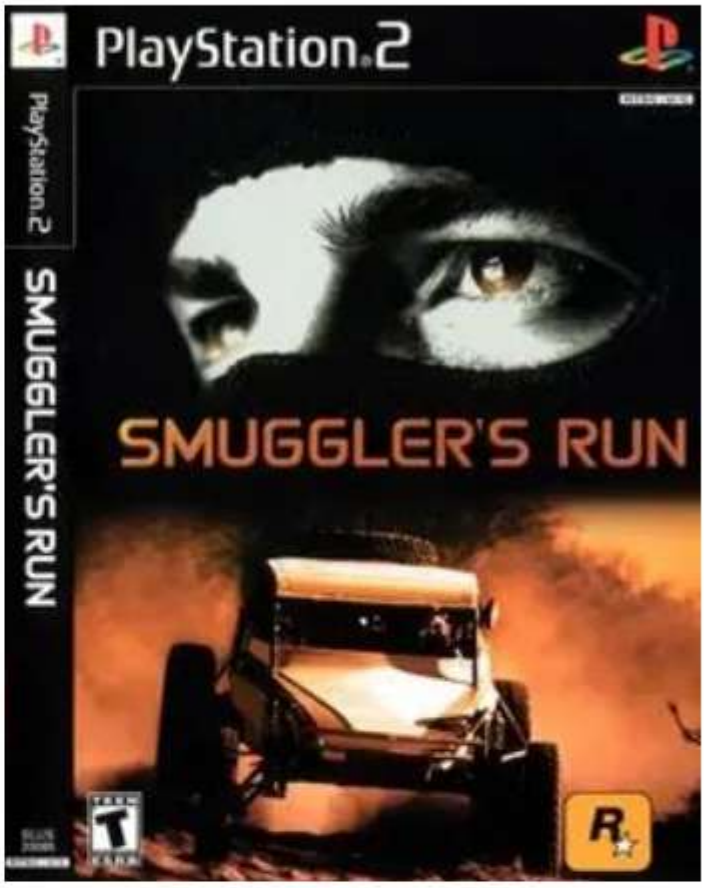
Your primary antagonists are rival smugglers, the Border Patrol, and the CIA.

They will actively hunt you down, ram your vehicle, and try to destroy your cargo.

The AI is aggressive and relentless, creating a challenging experience.

The game includes a story mode, a checkpoint-based "Delivery" mode, and a multiplayer mode for two players via split-screen.

Smuggler`s Run Ps2



The game's physics engine allows for realistic vehicle handling over different types of terrain.

It emphasizes the importance of understanding your vehicle's capabilities to navigate the environment and avoid being caught.

Sequel and Legacy

"Smuggler's Run" was a commercial success and received generally positive reviews.

Critics praised its expansive, open environments and the fun, chaotic gameplay.

Its success led to a sequel, "Smuggler's Run 2: Hostile Territory," released in 2001, which refined the gameplay and added new features.

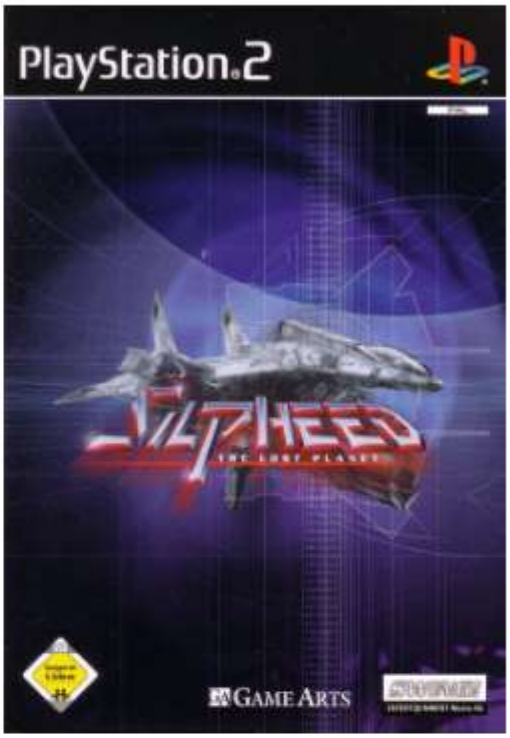
Silpheed Ps2

"Silpheed" on the PlayStation 2 is not a direct port of the original PC-88 or Sega CD games, but rather a sequel titled "Silpheed: The Lost Planet.

It was developed by the legendary shoot-'em-up studio Treasure in collaboration with Game Arts and published by Working Designs in North America.

The game was released in Japan on September 21, 2000, and in North America on April 23, 2001.

Silpheed Ps2

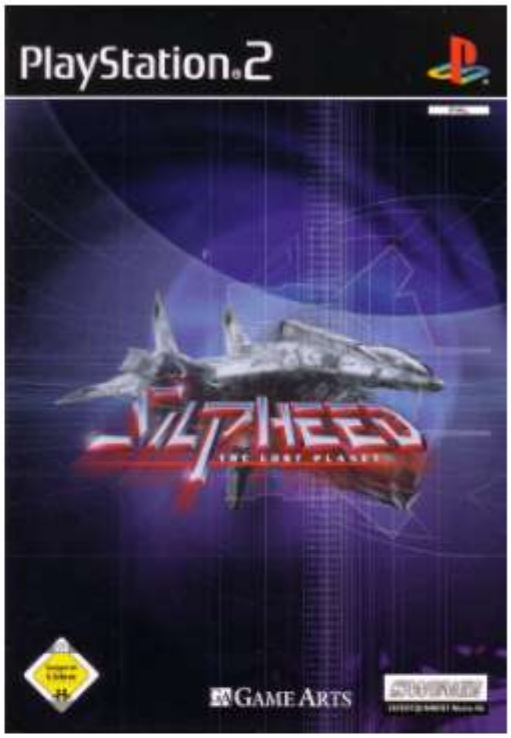


"Silpheed: The Lost Planet" is a vertical-scrolling shooter, but it stands out due to its unique presentation.

The game features a 3D polygonal world with a fixed camera perspective that shifts and moves to create a dynamic and cinematic experience.

The player's ship, the Silpheed, remains on a 2D plane, navigating through the elaborate 3D environments.

Silpheed Ps2



Key gameplay features include:

Weapon System:

The game allows for a high degree of weapon customization.

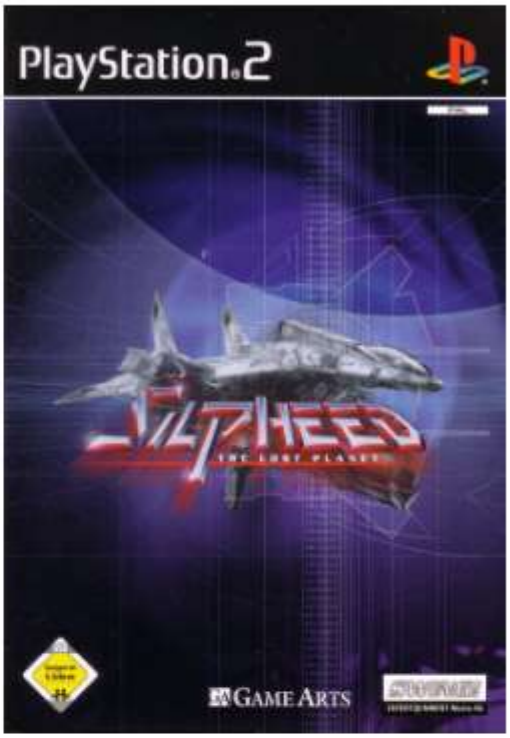
Players can collect and equip various weapons on each of their ship's two wings, leading to a wide array of firing patterns.

The game's scoring system also rewards players for high-risk, close-proximity kills.

Cinematic Presentation:

The game is known for its beautiful CGI-animated cutscenes that advance the story between levels.

Silpheed Ps2



This was a hallmark of Working Designs' localization's and was seen as a way to give the genre more depth.

The game's visual style is a mix of highly detailed 3D models and backgrounds, often showcasing impressive futuristic cities, alien landscapes, and complex mechanical bosses.

"Silpheed: The Lost Planet" received mixed-to-positive reviews.

Players praised the game's stunning visuals, which were a great showcase for the PlayStation 2's hardware at the time.

The fluid camera movements and intricate backgrounds were also well-regarded.

GAMER
RETRO Magazine

ONI Ps2

"Oni" is a third-person action video game that was released for the PlayStation 2 on January 29, 2001, as one of the early titles for the console.

It was developed by Bungie West, a division of Bungie, and ported to the PS2 by Rockstar Canada.

Set in a dystopian cyberpunk future in the year 2032, the game follows a highly-skilled protagonist named Konoko.

GAMER
RETRO Magazine

ONI Ps2

She is an elite agent for the Technology Crimes Task Force (TCTF), a governmental organization that enforces order.

The game's story, heavily inspired by anime like "Ghost in the Shell" and "Akira," starts with Konoko on routine missions.

ONI Ps2

However, she soon uncovers a conspiracy and a network of secrets about her own past, her family, and the true nature of both the TCTF and its primary enemy, the criminal organization known as the Syndicate.

She eventually goes rogue, fighting both sides to uncover the truth and prevent a global catastrophe.

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ONI Ps2

"Oni" is a hybrid action game that mixes third-person shooting with a strong emphasis on hand-to-hand combat.

This combination was a key feature and a departure from most games of its era.

The combat system is the game's most notable aspect. Players can execute a wide variety of punches, kicks, throws, and combos.

ONI Ps2

As Konoko progresses, she can learn new, more powerful moves. The fighting is fluid and highly animated, allowing for a dynamic, martial arts-style experience.

While Konoko can use a variety of firearms, including pistols, shotguns, and energy weapons, ammo is scarce.

ONI Ps2

This forces players to rely more on their hand-to-hand fighting skills, making gun use a tactical choice for specific situations rather than the primary means of attack.

The game's 14 levels are large and non-linear, allowing players to explore and approach encounters in different ways.

The AI of enemies was also a notable feature, as they would react intelligently, for example, by picking up weapons dropped by other enemies.

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ONI Ps2

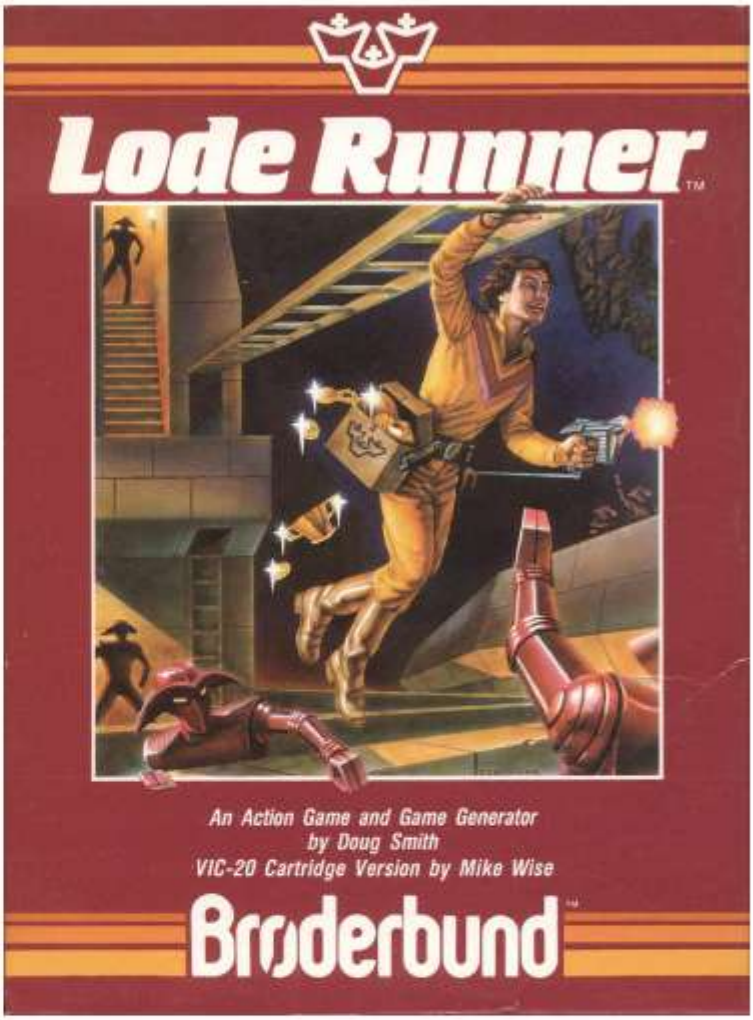
Upon release, "Oni" received a mixed reviews.

players liked its innovative combat system, fluid animations, and stylish presentation.

However, the game was also criticized for its often-frustrating controls on the PS2, repetitive level design, and a camera system that could be uncooperative during intense fights.

The game's difficulty was also a point of contention, with some finding it too challenging due to a lack of health packs and ammo.

Lode Runner 1983



Runner, released in 1983, is a classic and highly influential puzzle-platform game.

It was developed by Douglas E. Smith and published by Broderbund.

Gameplay

Objective: The player controls a stick-figure character who must collect all the gold pieces in a level.

Once all the gold is collected, the player must reach the top of the screen to advance to the next level.

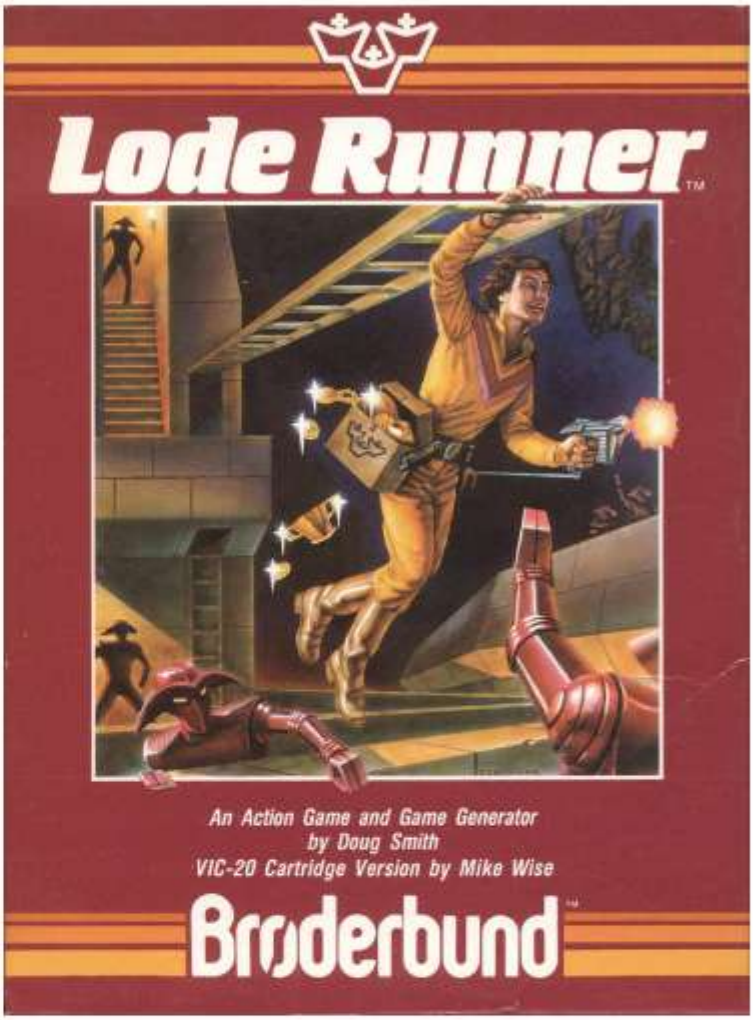
Enemies: The player is chased by enemy guards.

The player's character cannot jump and can't directly kill the guards.

Digging: The core gameplay mechanic is the ability to dig holes in the floor on either side of the character.

These holes are temporary and will fill back up after a short time.

Lode Runner 1983



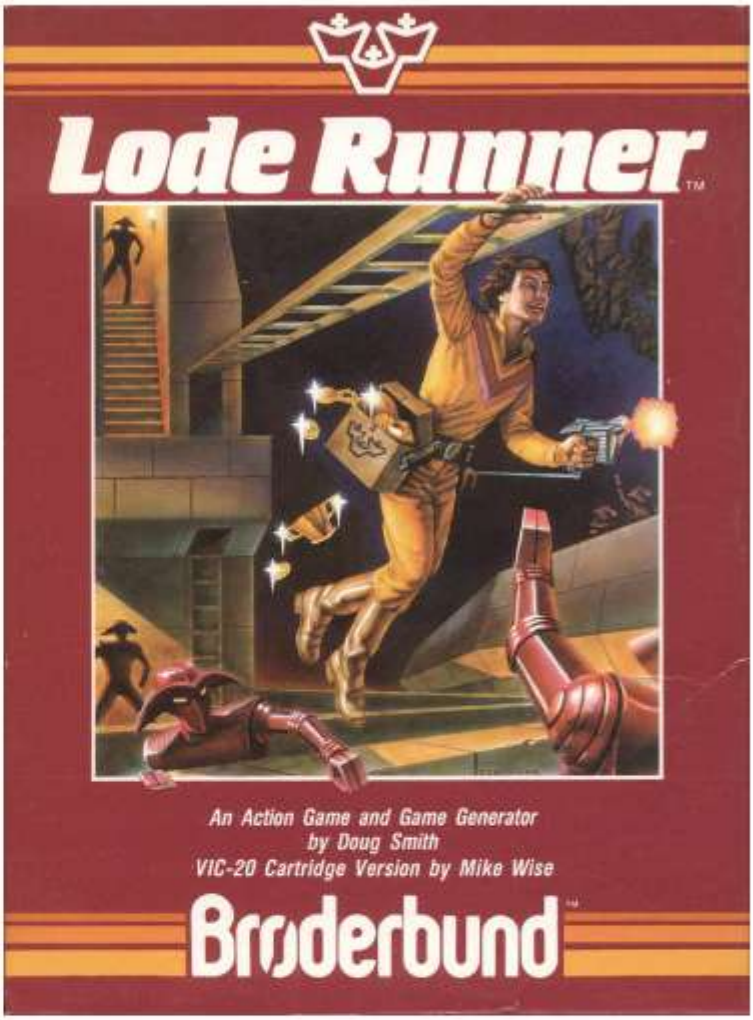
Trapping: Players use the digging ability to temporarily trap guards in holes, allowing them to safely pass or to collect gold that a guard is carrying.

If a guard is trapped in a hole and the hole fills in, the guard is "consumed" and respawns at a random location at the top of the level.

Puzzles: The game's 150 levels are a combination of puzzle-solving and quick reflexes, requiring players to strategically use the digging mechanic to navigate the level, avoid guards, and collect all the gold.

Lode Runner 1983

Release and Legacy



Original Platform: Lode Runner was initially released for the Apple II computer.

Ports: Due to its popularity, the game was ported to a wide variety of other platforms, including the Commodore 64, Atari 8-bit computers, ZX Spectrum, MSX, and the Nintendo Entertainment System (NES) in 1984.

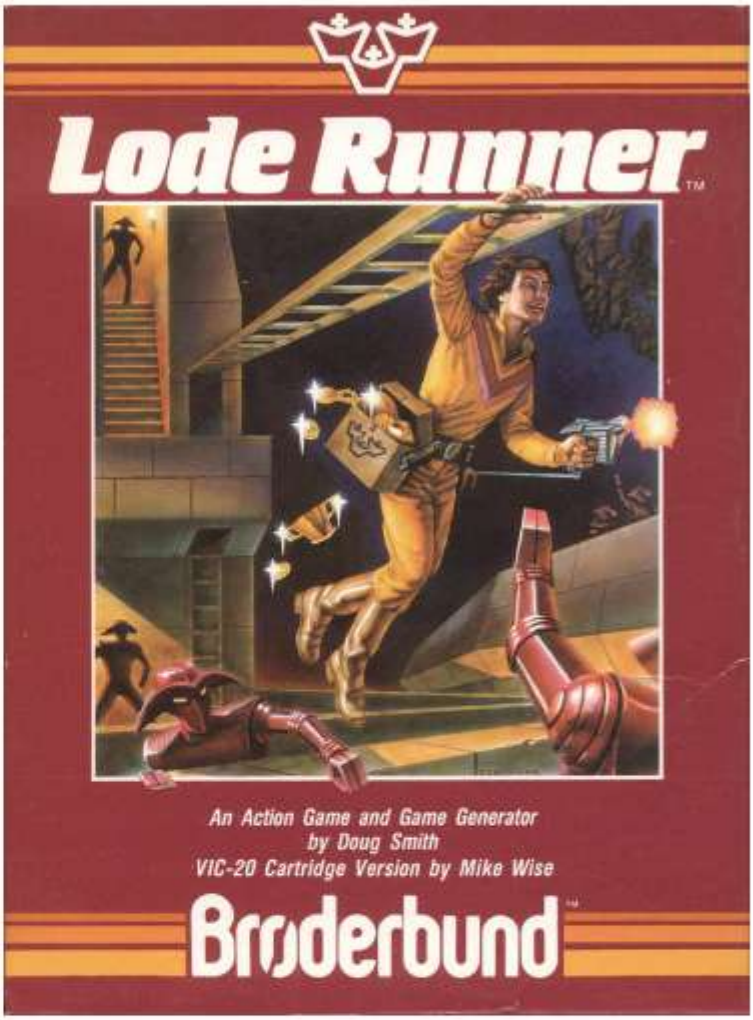
The NES version, published by Hudson Soft, was one of the first third-party titles for the Famicom/NES and sold over 1.5 million units.

Level Editor: A groundbreaking feature for its time, the game included a level editor, which allowed players to create and save their own levels.

This significantly added to the game's replayability and helped build a dedicated fan community.

Lode Runner 1983

Influence: Lode Runner's innovative mechanics and level editor have had a lasting impact on the puzzle and platforming genres, and the game is widely considered one of the greatest video games of all time.



Galaga

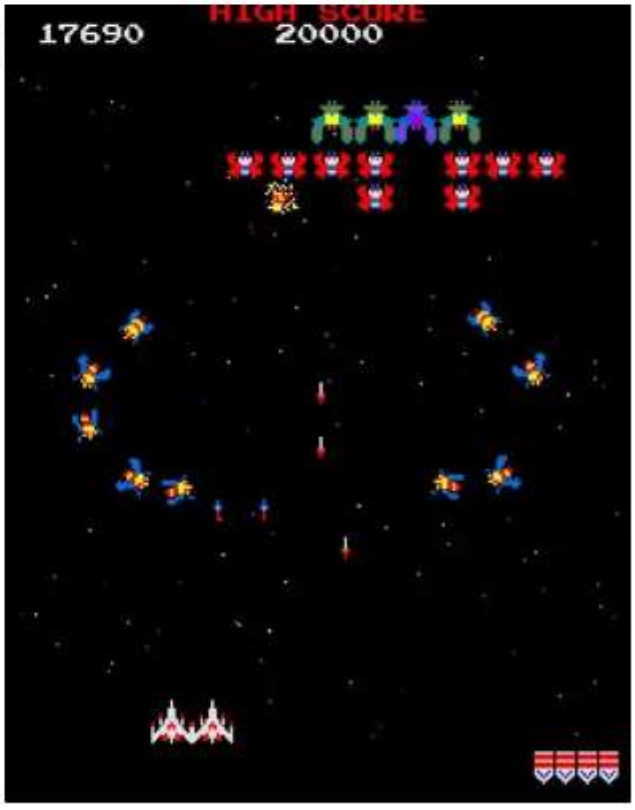
Galaga is one of the most iconic and successful arcade games from the golden age of arcade gaming.

While it was developed by the Japanese company Namco, it's widely associated with Midway in North America.

Here's a summary of its history and features:

Development and Release

Galaga was created by Namco, the same company behind Pac-Man and Galaxian.



North American Distributor: In North America, the game was licensed and distributed by Midway Manufacturing.

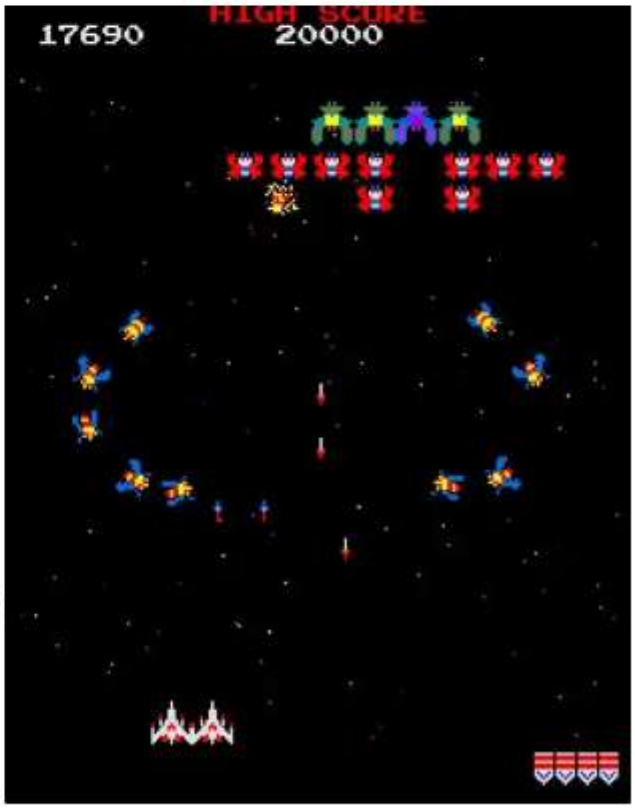
This is why the game is so often referred to as a "Midway Arcade" title.

Release Year: The game was released in arcades in Japan in September 1981, and then in North America by Midway in October of that same year.

Galaga

Galaga is a fixed-shooter game and a sequel to the 1979 game, *Galaxian*. It significantly improved upon its predecessor with more complex and strategic gameplay.

The player controls a starfighter at the bottom of the screen, shooting at waves of alien enemies that fly down in formation.



The goal is to survive as long as possible and earn a high score.

This was one of the game's most innovative features.

A specific "Boss Galaga" enemy can capture a player's ship with a tractor beam.

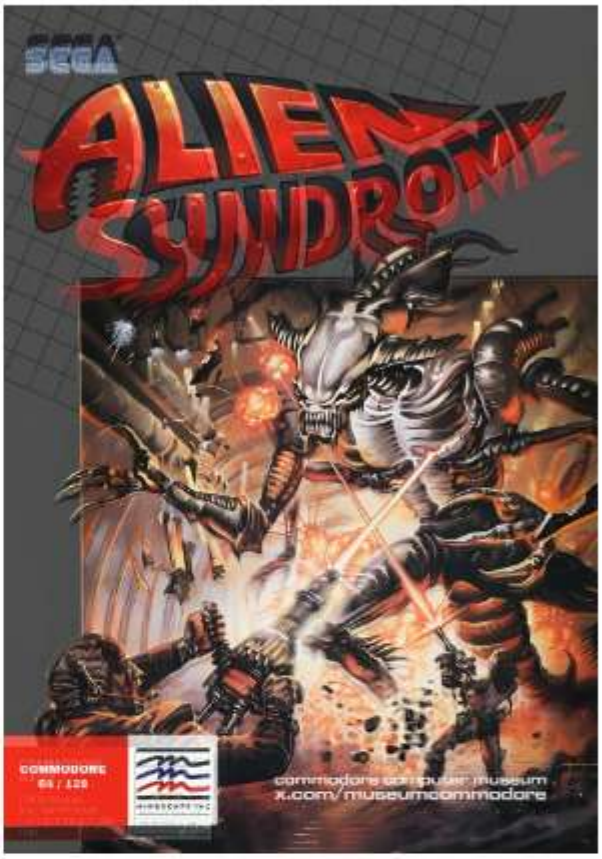
If the player has another life, they can rescue the captured ship by shooting down the Boss Galaga during a dive-bombing attack.

The rescued ship then docks with the player's current ship, creating a "Dual Fighter" with double the firepower.

"Alien Syndrome" 1987

"Alien Syndrome" on the Commodore 64 and Commodore 128 is a port of the popular 1987 arcade game developed by Sega.

It was a well-regarded conversion that brought a lot of the arcade's intense action to home computers.

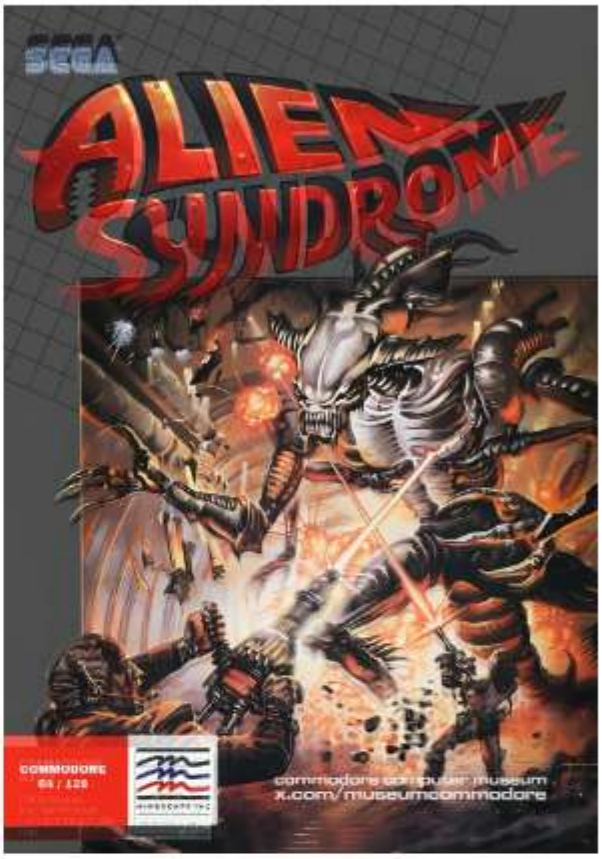


The C64/C128 version of Alien Syndromeis a top-down, run-and-gun shooter that can be played by one or two players simultaneously.

Players control two space marines, Ricky and Mary, who must navigate maze-like alien-infested spaceships to rescue hostages and then defeat a massive end-of-level boss before a time limit runs out.

A major feature of the game, mirroring the arcade version, is the two-player mode where players work together to blast through the alien hordes.

"Alien Syndrome" 1987



Players start with a standard rifle but can collect various weapon upgrades throughout the levels, including a laser, flamethrower, and fireball gun.

These weapons have different properties and are crucial for surviving.

Dying causes the player to lose their upgraded weapon.

Level Design: Each of the six levels is a different spaceship with a unique layout.

Players must explore the entire map to find all the hostages.

The game includes a map system to help players locate the hostages and the exit.

Boss Battles: At the end of each level, after all hostages are rescued, a massive and grotesque boss monster appears, which the player(s) must defeat to progress.

Wings of Fury 1987

Wings of Fury, released in 1987, is a classic side-scrolling combat flight simulator and shooter.

It was originally developed by Steve Waldo for the Apple II and published by Broderbund.

The game is highly regarded for its blend of arcade-style action and a more strategic, simulation-based approach.

The game is set in the Pacific theater of World War II, where the player pilots an American F6F Hellcat fighter plane from the aircraft carrier USS Wasp.

The goal is to complete missions by destroying enemy targets on islands and at sea.

These targets include barracks, anti-aircraft guns, pillboxes, soldiers, and enemy ships.

Wings of Fury 1987

While the game is a side-scroller, it has more depth than a simple "shoot 'em up.

" The player must manage the plane's altitude, speed, and fuel. Climbing too steeply or flying too slowly can cause the plane to stall.

The player's F6F Hellcat is equipped with a machine gun, as well as a limited supply of bombs, rockets, and torpedoes.

Each weapon is most effective against a specific type of target, requiring players to choose their loadout wisely before a mission.

A key aspect of the gameplay is returning to the USS Wasp to refuel, rearm, and repair the plane.

Landing on the carrier is a difficult and delicate process that requires precision to avoid crashing.

The game's perspective changes depending on altitude.

When flying close to the ground, the view zooms in, giving a detailed look at the island and its targets.

Wings of Fury 1987

As the plane gains altitude, the view zooms out, offering a wider perspective for navigating and spotting distant targets.

Legacy and Ports

Original Platform: Wings of Fury was a significant hit on the Apple II, with its detailed graphics and engaging gameplay pushing the limits of the hardware.

Ports: Due to its popularity, the game was ported to a wide range of other platforms in the late 1980s and early 1990s, including the Commodore 64, Amiga, Amstrad CPC, MS-DOS, and even the Game Boy Color much later.

The various ports had different graphics and sound capabilities, but the core gameplay remained the same.

Influence: Wings of Fury is remembered as a classic example of an action game with strategic depth.

Its combination of dog-fighting, bombing runs, and a high-stakes carrier landing mechanic set it apart from its contemporaries and made it a beloved title for a generation of gamers.